

# ARTIFICER: ALHIMISTIS - NO IMAGES



HERE PROBABLY ISN'T A HIGH LEVEL ADVENTURER in this realm that still draws breath that has never used a potion. These potions can make someone formidably strong, replicate the effects of a magical spell or even heal life threatening injuries. For the creation of these potions, an expert in the field is the

Alhimistis.

The Alhimistis Artificer blends plant matter, exotic ingredients and infusions of magic to create potions that are so much more than the sum of their parts. Their process fuses alchemical formulae with scientific exploration, to change existing recipes and make them more efficient to create. The arsenal of potions an Alhimistis can create can boost a party to levels not before experienced, and have them fighting dominant foes and even surviving them.

## ALCHEMY

Starting at 3rd level, you gain Proficiency with Alchemist's supplies, and choose one skill of the following: Nature, Medicine or Survival, which you also gain Proficiency in.

## POTION OF REJUVENATION

At 3rd level, once per day you have the ability to make a temporary exixir to bolster health. As a Bonus Action you can expend a spell slot of 1st level to create the potion, which lasts for 24hours before becoming inert. While it is active you can drink it or feed it to another creature as an Action, giving you or them respectively 1d4 + Int Hit Points, up to their maximum HP. For every spell slot level above 1st, add an extra d4

## ALHIMISTIS SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Alhimistis Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

### Alhimistis Spells

Artificer Level	Alhimistis Spells
3rd	Color Spray, Tasha's Caustic Brew
5th	Lesser Restoration, Protection from Poison
9th	Feign Dath, Haste
13th	Aura of Purity, Blight
17th	Cloudkill, Transmute Rock

## POTION MASTER

The usual costs and times for potion creation from Xanthar's Guide to Everything are as follows, where 1 day is 8 hours of work:

## POTIONS

Rarity	Usual Cost	Usual Time to Make
Common	25 gp	2.5 days
Uncommon	100 gp	5 days
Rare	1000 gp	25 days
Very Rare	10,000 gp	62.5 days
Legendary	50,000 gp	125 days

Healing potions have different time costs:

## HEALING POTIONS

Healing Potion	Rarity	Usual Cost	Usual Time to Make
Healing	Common	25 gp	1 day
Greater Healing	Uncommon	100 gp	5 days
Superior Healing	Rare	1,000 gp	15 days
Supreme Healing	Very Rare	10,000 gp	20 days

At 5th level, you are able to create these potions much more efficiently than most others.

Your innovative methods and applications of magic gets the most out of your ingredients when creating potions and elixirs. You can make common and uncommon potions at 1/3 the time and cost it would usually take to craft it.

At level 5 you have learned how to make 5 potions, of either common or uncommon level. At any point, you may be able to learn additional recipes and methodologies for potions higher than this amount, through experimentation or finding them in world - at your DM's discretion. You may, if your DM allows it, also be able to craft liquids which have different properties and effects. For example; acid vials, potions which effects resemble grenades, or ones which can potentially cover a creature in ice thereby bringing their speed to 0 for 1 round. The recipe and method of one of these potions would be one of your 5 known potions, unless your DM decides otherwise.

When you hit level 9 you can make Rare potion at 1/3 time and cost, and common and uncommon at 1/4. You learn 5 more potions of rare or below level, bringing your total number of potions known to 10.

When you hit level 13 you can make very rare potions at 1/3 time and cost, Rare potion at 1/4 time and cost, and common and uncommon at 1/5. You learn 5 more of very rare or below level, bringing your total number of potions known to 15

When you hit level 17 you can make Legendary potions at 1/3 time and cost, very rare potions at 1/4 time and cost, Rare potion at 1/5 time and cost, and common and uncommon at 1/6. You learn 5 more of legendary or below level, bringing your total number of potions known to 20



Your ground breaking self designed equipment allows you to work on several potions simultaneously. You can make a number of potions equal to your proficiency bonus at the same time. I.e. 8 hours of work would mark off a day from potion A, potion B, and potion C if your proficiency bonus is +3.

You don't need a full 8 hours uninterrupted to work on a potion, but instead you can split the time, whilst doing other activities, for example, during 4 hours of traveling by carriage, 2 hours for 2 short rests, and 2 hours during your long rest would for you add up to the 8 hours required for 1 day's work.

In order to create your potions so quickly and efficiently, you need to expend a certain amount of spell slot levels into each potion, to infuse them with magic:

#### POTION CREATION SPELL SLOTS REQUIREMENT

Rarity	Spell Slots Required
Common	1
Uncommon	2
Rare	10
Very Rare	25
Legendary	50

For example, a 2nd level spell counts as 2 spell slot levels. You can use an Action to expend as many spell slot levels as you like and have available. As soon as all the necessary spell slot levels have been expended for a potion, it is considered primed (if applicable).

Your work can only be done in time periods of at least 1 hour for it to count towards the total.

If you were so inclined, you could do up to 16 hours of work in a 24 hour period (which would actually be the work of 2 days) without incurring exhaustion. You yourself must be stationary at your equipment to work. Your DM may decide to give you negative consequences if you decide to work at the wrong time, for example you may need to roll disadvantage on stealth if the party is trying not to be found overnight, disadvantage on perception as you focus on your work, or disadvantage on persuasion if you set it up at a fancy ball.

Potion brewing counts as light activity for you for the purpose of Long Resting.

For every potion you make, your DM may require you to procure a special ingredient to complete it's creation. What the special ingredient is is up to your DM, examples of which may be: a specific plant that only grows in a certain place, the toenail of a giant, or the blood of a celestial creature. A fair price for this special ingredient is not more than half of the total cost it would usually take to craft a potion, however depending on circumstance it could be priced at significantly lower, or sometimes even higher than that. You may be able to procure these special ingredients yourself.

You can prime a number of potions, using your special apparatus, equal to your proficiency bonus plus your intelligence modifier. A primed potion is practically ready, doesn't count towards the number of potions you

are currently crafting, and the only thing left to fully create it is it's special ingredient. Should you come across it, this can be added as a Bonus Action, and it becomes effective immediately.

## LEAD INTO GOLD

At 9th level, you can alter the cost of any spell you cast, which has a gold cost consumed as part of its components as you briefly change mundane lead into gold, covering the cost of the spell. You can cast a spell and spend 1/4 of the gold consumed instead of the full amount. You can do this a number of times per day equal to your Int modifier. The material component to do this is Lead, which you must have enough of; 1lb per spell level is consumed in the casting of any leveled spell.

## ELIXIR OF IMMORTALITY

At 15th level, you perfect a potion that extends your life. Upon drinking it, you become the perfect body of health, and cannot be aged via magic. While drinking it regularly, you age slowly, getting only 1 year older for every 10 that pass. If you stop drinking it, your ageing process reverts to it's normal speed. You must drink it regularly to keep it's beneficial effects, and the older you become, the more often it must be consumed to still work. At a certain age, you will not be able to create or consume enough, and when that happens, you die of extreme old age. The Elixir only works on you, because a drop of your blood is one of the required ingredients. You can only create one such Elixir at any one time. It does not count toward potions that you're in the process of making as laid out in your "Potion Master" feature.